

SEGA™



SEGA SATURN™

T-5021H

Sega and Saturn are trademarks of SEGA ENTERPRISES, LTD.

Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94403-2064. ©1997 Realtime Associates, Inc. Battlestations, Electronic Arts and the Electronic Arts logo are trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Made in the U.S.A. 764005

This game is licensed for use with the Sega Saturn system only. Security Program ©SEGA 1994. All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.

ELECTRONIC ARTS PRESENTS

**EXPLOSIVE
2-PLAYER
ACTION!**



BATTLE STATIONS™



ELECTRONIC ARTS®



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR COMPACT DISC

- ✧ The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- ✧ Do not bend it, crush it, or submerge it in liquids.
- ✧ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✧ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- ✧ Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

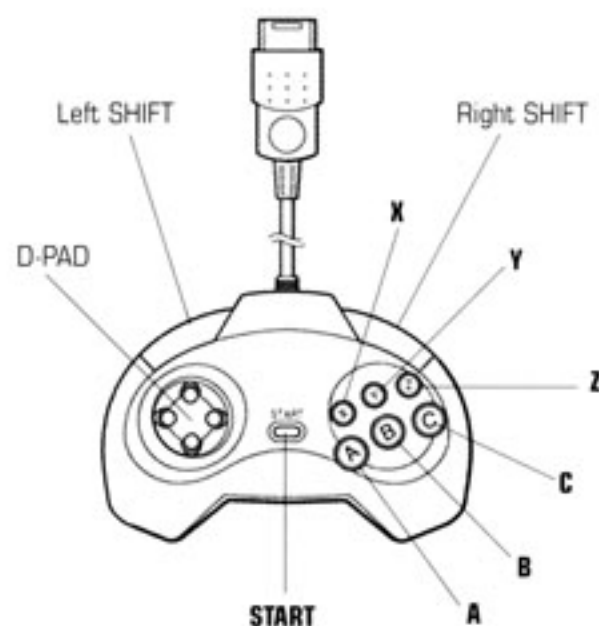
STARTING THE GAME	2
COMMAND SUMMARY	3
THIS IS BATTLESTATIONS	4
QUICK START	4
Help Text	4
STRATEGIC MAP	5
Ship Select Overlay	5
Controlling a Ship Icon	5
Land-Based Structures	6
Mission Debriefing	7
TACTICAL COMBAT	7
At The Helm	8
In The Turret	8
From The Home Harbor	8
Strength Meter	8
ARCADE	9
Commission Points	9
CAMPAIGN	10
Mission Briefings	11
Commanders	16
WAR GAMES	16
FLEET SELECT	18
THE SCUTTLEBUTT	19
Fleet Data.....	19
OPTIONS	28
PAUSE/EXIT A GAME	28

STARTING THE GAME

1. Turn ON the power switch on your Sega Saturn system.
 2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
 3. Open the disc tray and place the *Battlestations* disc inside.
 4. After the opening video sequence, press **START**. The Main menu appears. D-Pad ↑ to select a 1 or 2 PLAYER game, and press **START**.
- ☞ At each screen, press **START** to continue. (See *Quick Start* on p. 4 to begin Arcade play immediately.)
- ☞ To bypass the demo, press **START**.



For more info about this and other EA titles, check out Electronic Arts™ on the web at www.ea.com.



COMMAND SUMMARY

Every mission begins at the Strategic Map. Use this map of the war zone to view enemy activity, and to deploy and mobilize your fleet. When two opposing ships are in close vicinity, one can initiate Tactical Combat against the other. (See *Strategic Map* on p. 5.)

When Tactical Combat is initiated, an overhead view of two 3-D ships replaces the Strategic Map. The goal of Tactical Combat is to sink your enemy's ship before your enemy sinks yours. (See *Tactical Combat* on p. 7.)

✓ **NOTE:** In Arcade mode you engage immediately in Tactical Combat; the Strategic map is not available.

STRATEGIC MAP

Ship Select overlay	B
Deploy ship/Initiate Tactical Combat	C
Navigate ship	D-Pad
Cycle through ships	A
Create/Disband task force	X
Begin auto pilot	Hold D-Pad, then press Z
Identify your ship	Right SHIFT
Initiate strategic feature (if available)	Y
Pause	START

TACTICAL COMBAT

Navigate ship	D-Pad
Over-ride auto target and target manually	C + D-Pad
Fire main guns	B
Fire premium weapon	Y
Initiate secondary weapon	X
Initiate special feature (if available)	Left SHIFT
Initiate defensive measure (if available)	A
Signal Rescue Helicopter (restore strength)	Z
Pause	START

✓ **NOTE:** For detailed information regarding the specific weapons and features of each ship, see *The Scuttlebutt* on p. 19.

MENU SCREENS

Highlight categories	D-Pad ↑
Scroll options	D-Pad ↔
Select and continue	C
Return to previous screen	B

THIS IS BATTLESTATIONS

Whether you crave pure head-to-head fighting or head-to-head fighting combined with strategic missions, *Battlestations* supplies instant gratification. Select from three game modes:

ARCADE Compete in multiple ship-to-ship battles against a friend or the computer. Earn Commission points when you sink your opponent's ship, and advance through 10 naval ranks to become Fleet Admiral. (Go to *Quick Start* below for a straight path to fighting.)

CAMPAIGN Challenge a computer-animated Commander to one of 10 strategic missions, from recovering a lost research party to liberating your homeland from enemy occupation. Deploy and mobilize an assigned fleet and lead your ships into one-on-one combat to secure your goal. (See *Campaign* on p. 10.)

WAR GAMES Compete against a friend in War, Capture the Harbor, and Capture the Flag. Create diverse War Games by placing the fleet of your choice in any of the 26 coastal locales. (See *War Games* on p. 16.)

QUICK START

These instructions take you directly to ship-to-ship fighting (i.e., Tactical Combat). To lead a mission, see *Campaign* on p. 10 or *War Games* on p. 16.

To begin Tactical Combat:

1. At the Main menu, D-Pad ↑ to highlight 1 PLAYER or 2 PLAYER, and press **START**. A game mode screen appears.
2. Press **START** to select ARCADE. The ship select screen appears. (For more information on Arcade mode, see *Arcade* on p. 9.)
3. D-Pad to select a ship from the eight available, and press **C**. Tactical Combat begins. (To learn the art of Tactical Combat, see *Tactical Combat* on p. 7.)

HELP TEXT

Help Text appears in green text at the bottom of a menu screen.

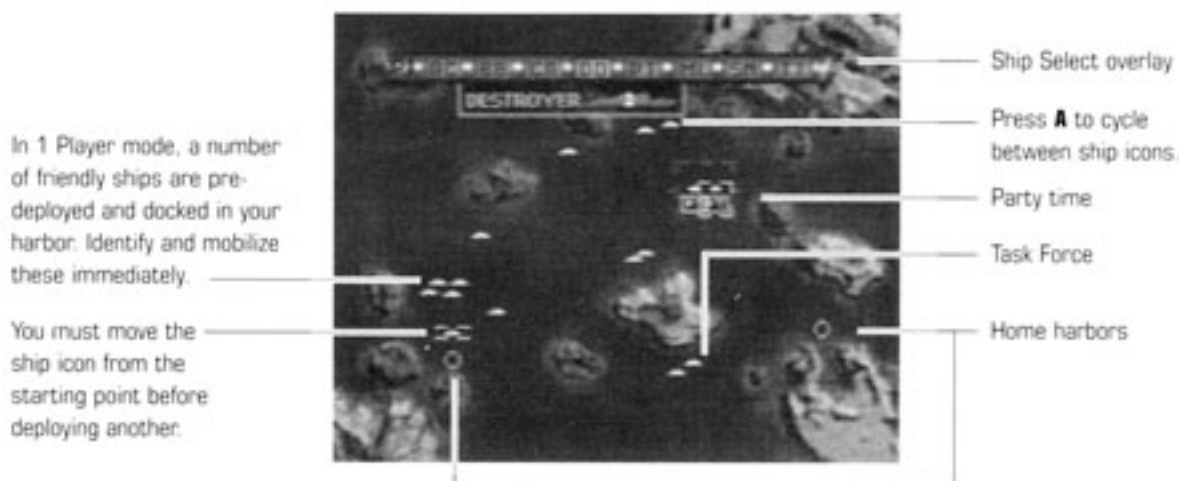


Arrows indicate D-Pad directions.

Operate every menu using the same basic controls. Learn them here and use them everywhere.

- ◇ To highlight categories, D-Pad ↑.
- ◇ To scroll options, D-Pad ↔.
- ◇ To continue with your selection, press **START**.
- ◇ To return to the previous screen, press **B**.

STRATEGIC MAP



A global view of the hot zone, the Strategic map is the starting point for each mission. Select and deploy your ships from the Ship Select overlay to achieve your objective.

SHIP SELECT OVERLAY

When you highlight the ship abbreviation, the ship information appears.



This number decreases as you deploy ships from your Harbor.

To deploy a ship:

1. Press **B** to call up the Ship Select overlay.
 2. Highlight your selection, and press **C**. The overlay disappears, and a generic ship icon appears. Your icons are green; enemy icons are orange.
- ★ After you deploy a ship, it has two seconds of safety before an enemy ship can attack.

CONTROLLING A SHIP ICON

In order to secure your position on the Strategic Map, keep in mind the objective of your selected mission, then deploy your fleet accordingly. You can place single ships on Auto-pilot, send them on their way, and form Task Forces to strong-arm the enemy.

To pilot a ship:

1. Press **A** to cycle through ships. A target box surrounds the selected ship.
2. D-Pad in the direction you want the ship to head.

- ◊ To identify the ship you control, press **Right SHIFT**. An abbreviation of the ship's class appears. (To view a list of ships and their abbreviations, see *The Scuttlebutt* on p. 19.)

Task Force

A group of up to four ships that travel together—perfect for an aggressive attack.

To create a Task Force:

1. Draw near a friendly ship and press **X**. The friendly ship joins the lead ship.
2. To add a third or fourth ship, select a ship, draw near the Task Force, then press **X**.

- ◊ To exit a Task Force, press **X**. The selected ship exits.

✓ **NOTE:** Tactical Combat is always one-on-one. If you attack a Task Force, the first battle is against the ship nearest yours. If you win, the next battles are against the middle ships, then finally the outermost ship.

Auto-pilot

Auto-pilot is essential for mobilizing a great number of ships.

- ◊ To assign Auto-pilot to a single ship or Task Force, press and hold **D-Pad + Z**. A confirmation buzz sounds, and the ship continues in the assigned direction until it is obstructed.
- ◊ To resume manual control, select the ship and **D-Pad**.

Strategic Features

At the Strategic Map, the Submarine and Mine Layer each have a strategic feature you initiate by pressing **Y**.

- ★ Submerge the Submarine and send it on a stealth mission to enemy lines. If an enemy ship is in the same vicinity, the enemy's icon turns red.
- ★ Build up to two undetected mine fields with the Mine Layer. Enemy ships suffer damage and carry it over into Tactical Combat.

Party Time

When two opposing ships are in the same vicinity, their icons become red. At this point, either ship can initiate Tactical Combat.

✓ **NOTE:** When Tactical Combat is initiated, all ship icons freeze. They resume course when you return to the Strategic Map.

- ◊ To initiate Tactical Combat, press **C**. (See *Tactical Combat* on p. 7.)

LAND-BASED STRUCTURES

Three land-based structures appear in Campaign mode:

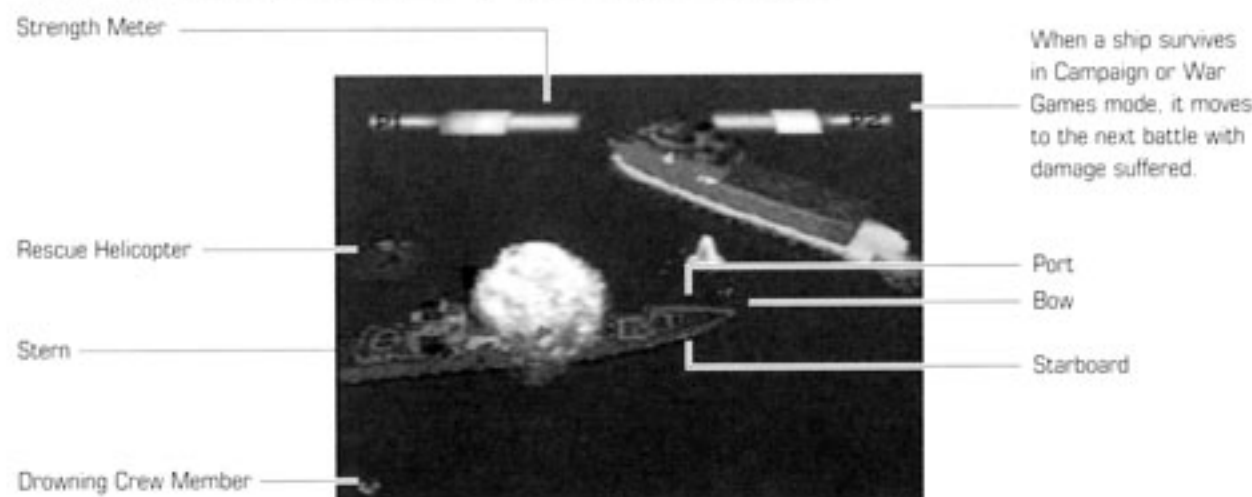
MISSILE SILO	Launches missiles at passing ships. Use a Troop Transport to initiate Tactical Combat with the silo.
SHORE BATTERY	Initiates Tactical Combat with a passing ship. Any ship can engage in combat with a battery, but not every ship can destroy it.
POWER PLANT	Provides power to nearby batteries. Send in your marines and destroy a power plant to disable allied structures.

MISSION DEBRIEFING



At the end of a mission, you get a statistical summary to gauge your performance.

TACTICAL COMBAT



To abort the fly-around view, press **B**.

Once a player initiates Tactical Combat from the Strategic Map, there is no turning back. This is a ship-to-ship fight to the death.

✓ **NOTE:** In Arcade mode you engage immediately in Tactical Combat; the Strategic map is not available.

✓ **NOTE:** Before heading into battle, study your ship of choice and learn what distinguishes it from others. You may discover special weapons to use against specific ships. (See *The Scuttlebutt* on p. 19.)

AT THE HELM

Stay clear of the enemy's cross-hair by utilizing ship mobility, features, and the defensive measure.

- ✧ To steer, D-Pad relative to the bow of your ship. (e.g., D-Pad **↑** moves the ship forward.)
- ✧ To initiate your defensive measure, press **A**. On most ships this activates the sonar ping or anti-aircraft weapons.
- ✧ To initiate your special feature (if available), press **Left SHIFT**. (To learn which ships have special features, see *The Scuttlebutt* on p. 19.)

IN THE TURRET

While working hard to avoid enemy fire, you need to work twice as hard to get your own shots off. Success in Tactical Combat depends on keen marksmanship.

✓ **NOTE:** A shot travels to the position of the cross-hair at the *end* of the shot's path.

- ✧ To override Auto target and target manually, press **C** + D-Pad. The cross-hair moves relative to your bow and turns red when locked on. (e.g., **C** + D-Pad **→** moves the cross-hair starboard.)
- ✧ **EA TIP:** You have 15% more range when targeting manually.
- ✧ To fire main guns, press **B**.
- ✧ To launch a premium weapon, such as a missile or torpedo, press **Y**. The cross-hair returns to your ship after the shot is complete.
- ✧ To fire the secondary weapon, press **X**. This activates a depth charge on many ships.

FROM THE HOME HARBOR

When attacked by a Troop Transport in Capture the Harbor, the home harbor strikes back. Sink the Transport before it unloads its marines on your shore—if just one marine slips by, the entire harbor is destroyed.

- ✧ To fire main guns at the Troop Transport, press **B**.
- ✧ To fire machine guns at advancing marines, press **Y**.
- ✧ To target manually, press **C** + D-Pad. The cross-hair moves relative to the shore and turns red when locked-on. (e.g., **C** + D-Pad **↑** moves the cross-hair away from the shore.)

STRENGTH METER

During Tactical Combat, two meters appear at the top of the screen, displaying hull strength. Your ship's meter is green; the opponent's meter is orange. As a ship takes hits, the meter decreases. Call in the Rescue Helicopter to restore strength—a ship sinks when hull strength is depleted.

Rescue Helicopter

After receiving the signal, the helicopter arrives to rescue a member of your crew from the water. If the crew member is retrieved, one unit of strength is restored.

- ✧ To signal the Rescue Helicopter, press **Z**.

ARCADE

D-Pad to select a ship to take into battle.



Select ARCADE from 1 or 2 Player mode to compete in multiple one-on-one battles. Race through ten official ranks from Ensign to Fleet Admiral, and earn your stripes by accumulating Commission points.

✓ **NOTE:** To get the lowdown on one-on-one fighting, see *Tactical Combat* on p. 7.

To exit an Arcade game:

1. Press **B** at the Arcade screen. A confirmation prompt appears: ARE YOU SURE YOU WANT TO QUIT?
2. Highlight Yes, and press **C**. You return to the title screen.

COMMISSION POINTS

Survive a battle and earn a specified number of Commission points. The more difficult a ship is to sink, the more points you receive. For example, while an Aircraft Carrier (AC) has a complete stock of weaponry and can sustain plenty of damage, a Troop Transport (TT) has minimal firepower and can take little damage. Therefore, if the AC sinks the TT, the captain of the AC receives 3 points. If the TT sinks the AC, the captain of the TT receives 27 points. As you scroll through ships on the Arcade screen, specified Commission points appear beneath PTs TO GAIN.

CAMPAIGN



Select CAMPAIGN, and embark on a mission of your choice. From locating and eliminating enemy supply convoys to protecting the whale migration from illegal poachers, the difficulty of a mission depends on the Commander you challenge.

To begin a Campaign:

1. Select CAMPAIGN from the 1 Player menu, and the Mission Select screen appears.
2. Scroll through Briefings and Commanders, and press **START** to select your mission. The Fleet screen appears, displaying your assigned fleet.
3. Press **START** to advance to the Strategic Map.

MISSION

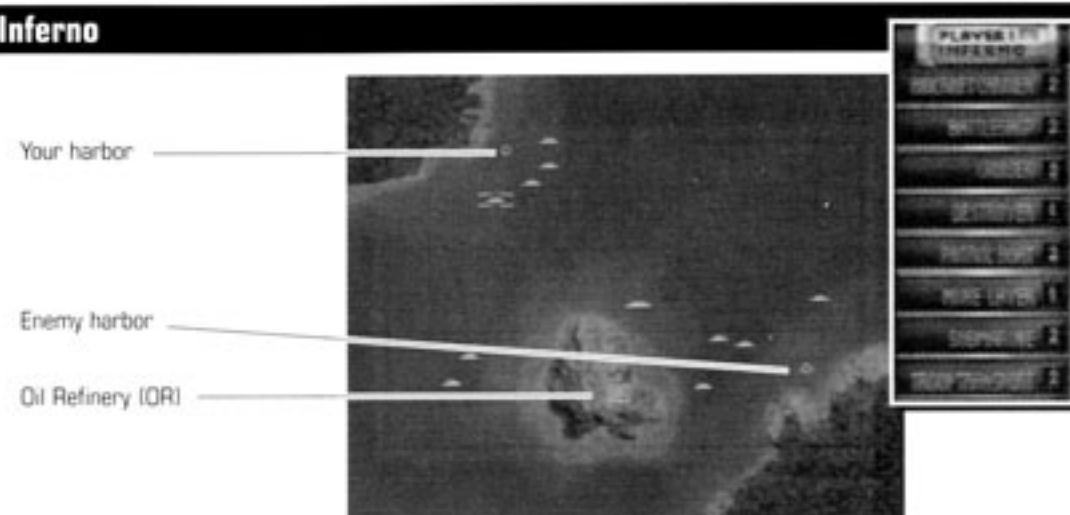
BRIEFING: View the ten campaigns broken down into briefings and maps. From here, learn specific goals. (To learn more about the missions, see *Mission Briefings* on p. 11.)

COMMANDER: View dossiers on all five opposing Commanders. Some Commanders are tougher opponents than others. (To identify your toughest opponent, see *Commanders* on p. 16.)

MISSION BRIEFINGS

Up to 50 campaigns are possible by pairing missions with Commanders. The following maps display missions paired with Delaney, the easiest opponent.

#1 Oil Inferno

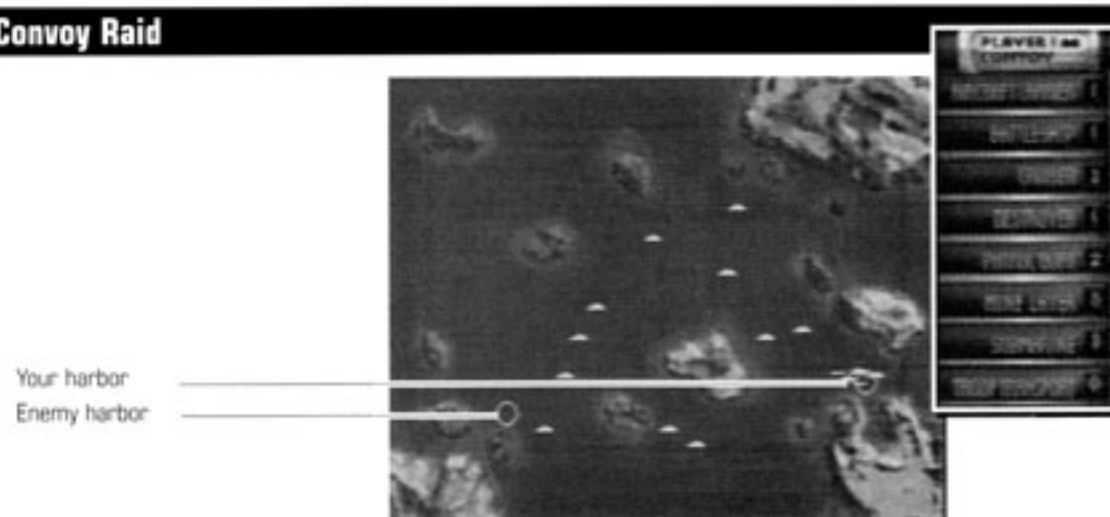


Pre-deployed ships: PT/AC/BB/CR

Soon after the island of Saka was found to be rich in oil, the enemy constructed unauthorized drilling rigs on top of existing villages. Inhabitants were forced to serve the new industry or abandon their homeland. You must destroy the oil refinery (OR) to return the island to its people.

★ Strategy: Only your marines can destroy the refinery.

#2 Convoy Raid



Pre-deployed ships: CR/AC/BB

The enemy is particularly restless and trigger happy as they transport oil among these islands. Without this oil, their fleet will be helpless. Locate and eliminate oil transports (OT) before they reach their destination.

★ Strategy: Heavily armed escorts protect oil transports; be creative when assigning task forces.

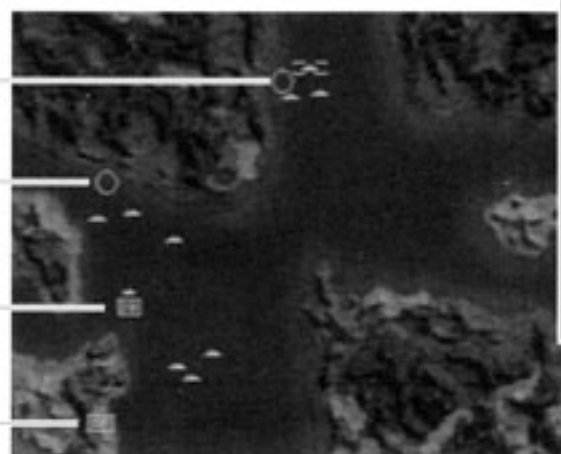
#3 Enemy Minefield

Your harbor

Enemy harbor

Delivery boat
(DB)

Factory (DF)



Pre-deployed ships: ML/CR/ML

According to area sources, the enemy is peaceful—your first clue something shady is in the works. Your second clue is a nearby private factory. Stop contraband delivery boats (DB) and destroy the factory (DF). You'll soon discover if the enemy is involved.

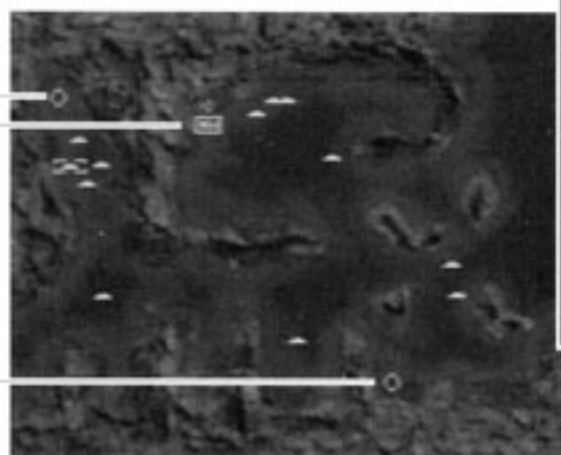
- ★ Strategy: Delivery boats habitually follow the same route. Memorize this route, and your job is half done.

#4 Mission of Mercy

Your harbor

Nuclear waste dump
(NW)

Enemy harbor



Pre-deployed ships: PT/BB/CR/DD

A UN research party crossed into hostile territory to examine a nuclear waste dump (NW). After completing tests, they found it was much easier to get in than to get out. The enemy does not want the test results publicized and will do anything to keep you from rescuing the researchers.

- ★ Strategy: You must know how to disable a shore battery to complete this mission.

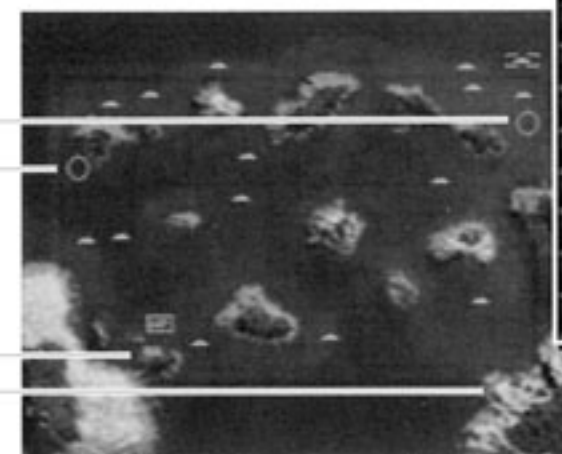
#5 Invasion Island

Your harbor

Enemy harbor

Enemy port (WP)

Enemy port (WP)



Pre-deployed ships: SN/CR/PT/SN

The icy waters of the North host three enemy ports to your one. Until a recent surprise attack, a peace pact secured your remote port from enemy invasion. You've already lost important ships. Regroup immediately and use the remainder of your fleet to obliterate all three enemy harbors.

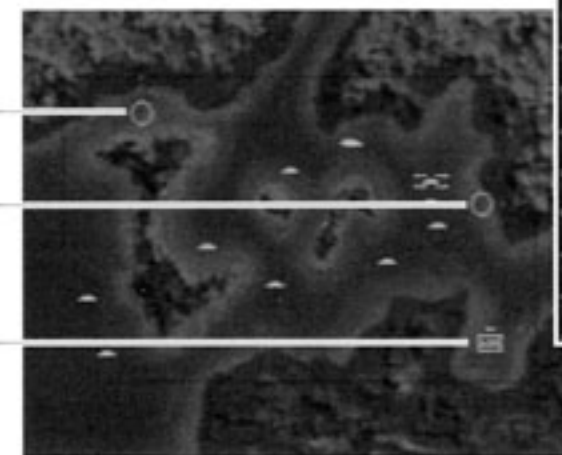
- ★ Strategy: Use heavily armed ships to escort irreplaceable Troop Transports.

#6 Whale Liberation

Enemy harbor

Your harbor

Whale (WH)



Pre-deployed ships: PT/BB/CR

A whale migration attracts the most ruthless of poachers. This season you can be sure the enemy plans to cash in. Use your small but tough fleet to escort the defenseless whales through these dangerous waters.

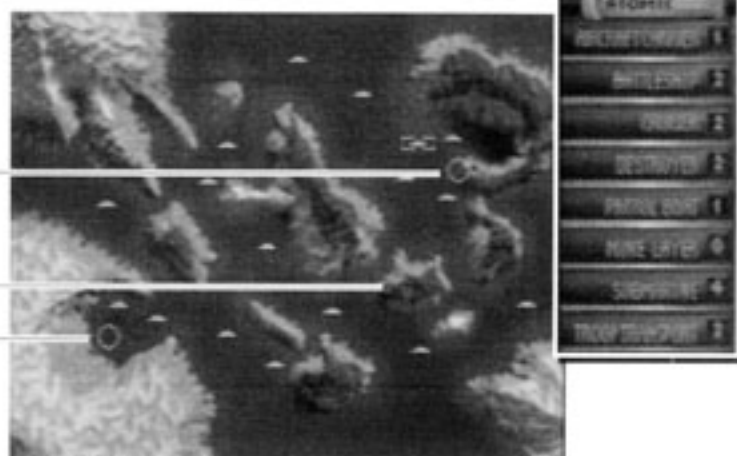
- ★ Strategy: To guard the whales, study their migration path, then position your fleet to intercept enemy whaling ships (WR).

#7 Atomic Sub

Your harbor

Missile silo

Enemy harbor



Pre-deployed ships: SN/BB/SN/SN

The enemy is conducting a covert test run of an atomic Submarine. Although its full capabilities are unknown, the Super Submarine (SS) could be the enemy's ace in the hole. Locate and destroy this vessel—be prepared to take on an entire fleet.

- ★ Strategy: Utilizing the latest stealth technology, the Super Submarine is nearly invisible. Scout every area of this map.

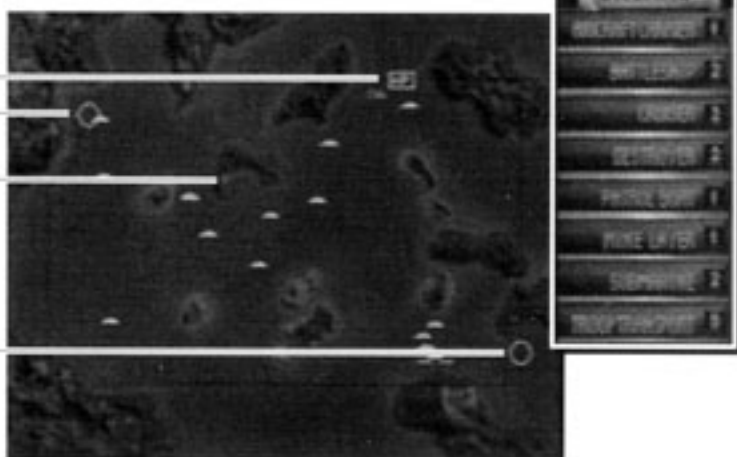
#8 Defensive Dilemma

Enemy port (WP)

Enemy harbor

Missile silo

Your harbor



Pre-deployed ships: SN/AC/CR/BB

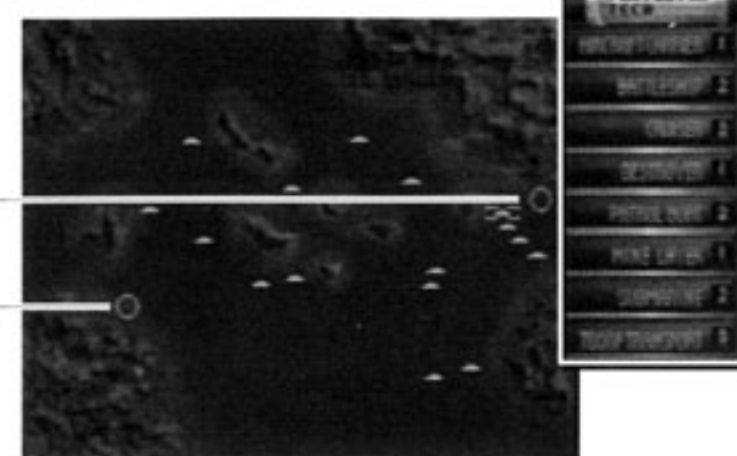
Because your harbor is the ideal location for an active port, every Commander is prepared to take it whatever the cost. Protect this vital land from invasion. It takes only one Troop Transport to destroy an entire harbor.

- ★ Strategy: Protect your Mine Layers and use them wisely.

#9 Tech Contention

Your harbor

Enemy harbor



Pre-deployed ships: PT/BB/CR/PT

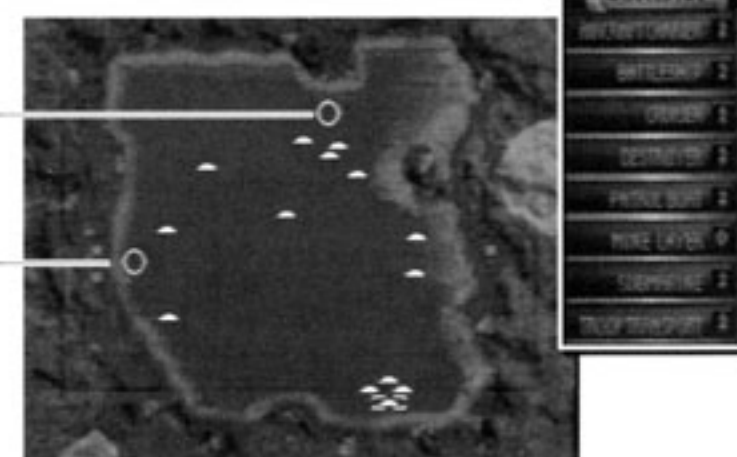
Your science team built a stellar technological device (ST), but there's a small problem: the prototype has been "misplaced," and you aren't the only Commander eager to find it.

- ★ Strategy: Use your fast ships to scout the area and your powerful ships to eliminate the competition. Protect your Troop Transports.

#10 Home Fire Burning

Enemy harbor

Home harbor



Your ships: TT/BB/SN/CR

You received word: *Return to Home harbor. Enemy has invaded. Everything destroyed.* Now you must drive the enemy from your homeland to free your people, and destroy the enemy's harbor to even the score.

- ★ Strategy: Until you free your harbor with your Troop Transport, you command only four ships. Look for a way to disable enemy enforcements without wasting ships on a battle with a shore battery.

COMMANDERS

The ability of a Commander determines the difficulty of a mission. (e.g., Kennedy may have an excess of shore batteries you must contend with, where Delaney has none.)



ADMIRAL TURNER DELANEY

The easiest of your opponents, Delaney's best days may be behind him. However, do not underestimate this high-seas veteran.



VICE ADMIRAL BALLAST

What Ballast lacks in expertise, he makes up for in patience. He discovers your weaknesses and sets his trap.



REAR ADMIRAL EVELYN KENNEDY

Kennedy is average in this crowd only. She is your most ruthless adversary.



CAPTAIN KARL SCHRECK

Second only to Vasiliev in skill, Schreck is utterly cunning—never turn your back.



ADMIRAL LEONID VASILIEV

Your toughest opponent, Vasiliev's precision under fire is unequalled.

WAR GAMES

Scroll through 26 War Game locales.

Compete against a friend in WAR, CAPTURE THE HARBOR, or CAPTURE THE FLAG.



Mission title

Press **START** to accept your selections and go to the Fleet Select screen.

Compete against a human opponent in multiple missions, using various combinations of objectives, maps, and fleets. (To view a list of ships and their abbreviations, see *The Scuttlebutt* on p. 19.)

To begin a War Game:

1. Select WAR GAMES from the 2 Player menu, and the Mission Select screen appears.
2. Scroll through Maps and Objectives and select your mission. The Fleet Select screen appears. (To select a fleet, see *Fleet Select* on p. 18.)
3. Each player must press **START** to accept fleet selection and advance to the Strategic Map.

MAP: Cycle through 26 topographical maps. Select the locale of your upcoming War Game.

OBJECTIVE: Select a War Game from the three available.

WAR: Destroy your opponent's fleet.

- ★ Offensive Strategy: Be aggressive in your attack. Your best battle is the one on your terms.
- ★ Defensive Strategy: Create balanced task forces with various specialty ships (e.g., AC, ML, PT). If one ship can't sink the enemy, your next one probably can.

CAPTURE THE FLAG: Sink your opponent's flagship to steal the flag, then return it to your home harbor.

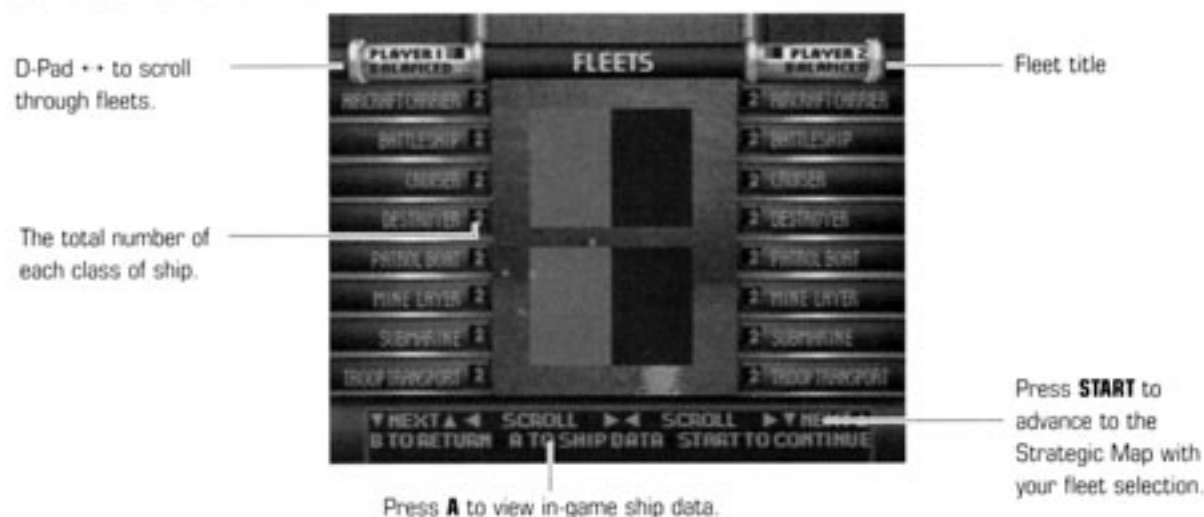
✓ **NOTE:** Sink the ship that stole your flag before it reaches the home harbor, and reclaim possession.

- ★ Offensive Strategy: Capture the flag with a fast ship (i.e., PT, CR, SN, or DD), so you can shuttle it quickly to your home harbor.
- ★ Defensive Strategy: Your flagship is the first ship you deploy. Select a fast ship to carry your flag and surround it with powerful ships (i.e., BB, AC, CR, and DD).

CAPTURE THE HARBOR: Transport troops to your enemy's harbor and unleash your marines.

- ★ Offensive Strategy: Get your Troop Transport safely to the enemy Harbor, then unload marines immediately.
- ★ Defensive Strategy: Sink the enemy's Troop Transports at any cost.

FLEET SELECT



Lead the fleet of your choice in a 2 Player War Game. Build a Custom fleet or select from the three fleet types provided:

✓ **NOTE:** Default selections appear in **bold** in this manual.

BALANCED Two of every ship in your inventory.

CUSTOM FLEET Build a Custom Fleet, using up to 16 ships of your choice.

To build a Custom Fleet:

1. Highlight an available ship, then D-Pad → to add that ship to your fleet. You can add up to 9 of one class.
 ○ D-Pad ← to remove a ship.
 2. Press **START** to accept your customized fleet. After both players have selected fleets, the Strategic Map appears.
- ✓ **NOTE:** You must have at least one Troop Transport in order to capture an enemy harbor.

SPECIAL PURPOSE *Battlestations* formed the following fleets to perform specific tasks:

PACIFIC	Best overall fleet composition. Good for general purpose battles.
JUTLAND	Numerous Battleships and Cruisers. Best in heavyweight battles.
WOLFPACK	Loaded with Subs. Excellent for stealth fights.
CAPITAL	Multiple Battleships. Great for big-gun fun.
FAST	Packed with Destroyers. Great in quick and furious battles.
McHALE	Mostly Patrol Boats. Perfect for numerous fly-weight battles.
MIDWAY	A fair amount of Aircraft Carriers and escorts. Good when faced with a battle for air superiority.
CONVOY	Multiple Troop Transports. Best for land based attacks.

FLEETS OF THE WORLD These fleets represent naval units from around the globe.

THE SCUTTLEBUTT

Derived from the daily gossip session around the ship's scuttlebutt (drinking fountain), the term "scuttlebutt" came to mean "inside information" to a ship's crew. Following is the scuttlebutt on every ship in your fleet, compliments of the *Battlestations* team.



FLEET DATA



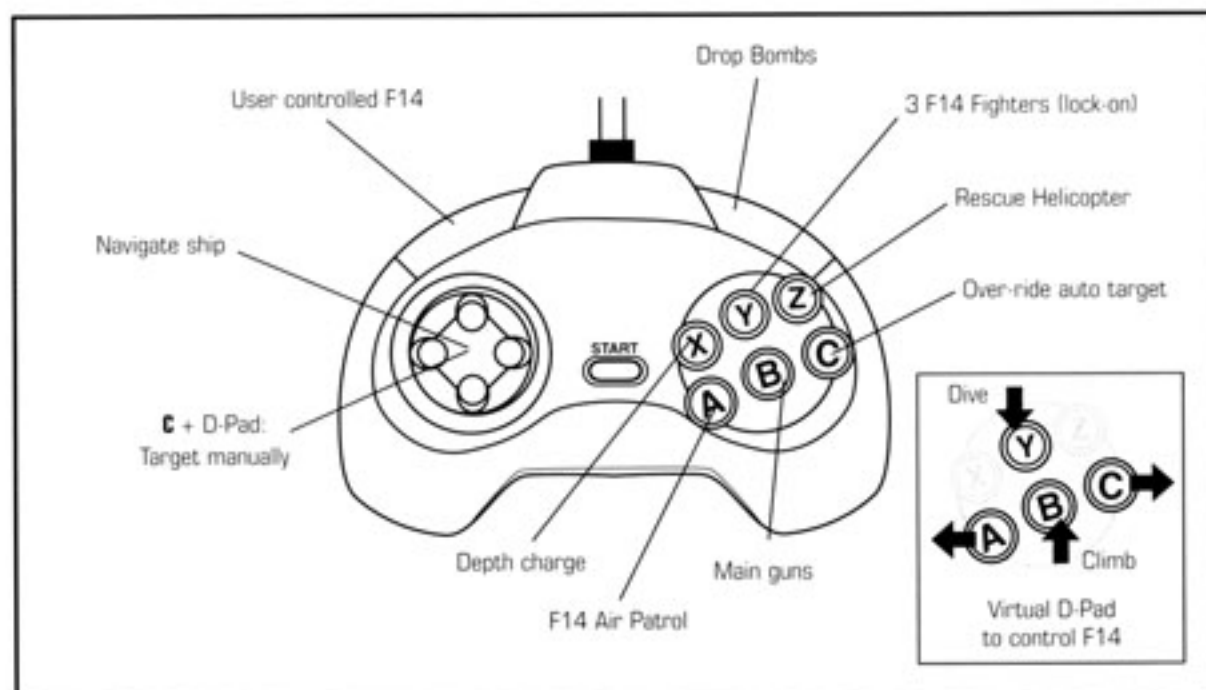
Press **A** from the Fleet Select screen to access this in-game Scuttlebutt.

- To get a good look at any ship, D-Pad ↑ to zoom in for a close-up, then D-Pad → to rotate it 360°.
- To view the next ship, press **A**.
- To return to the Fleet Select screen, press **B**.

AIRCRAFT CARRIER / AC



Though slow and tough to control, the AC delivers payoffs for the more advanced player.

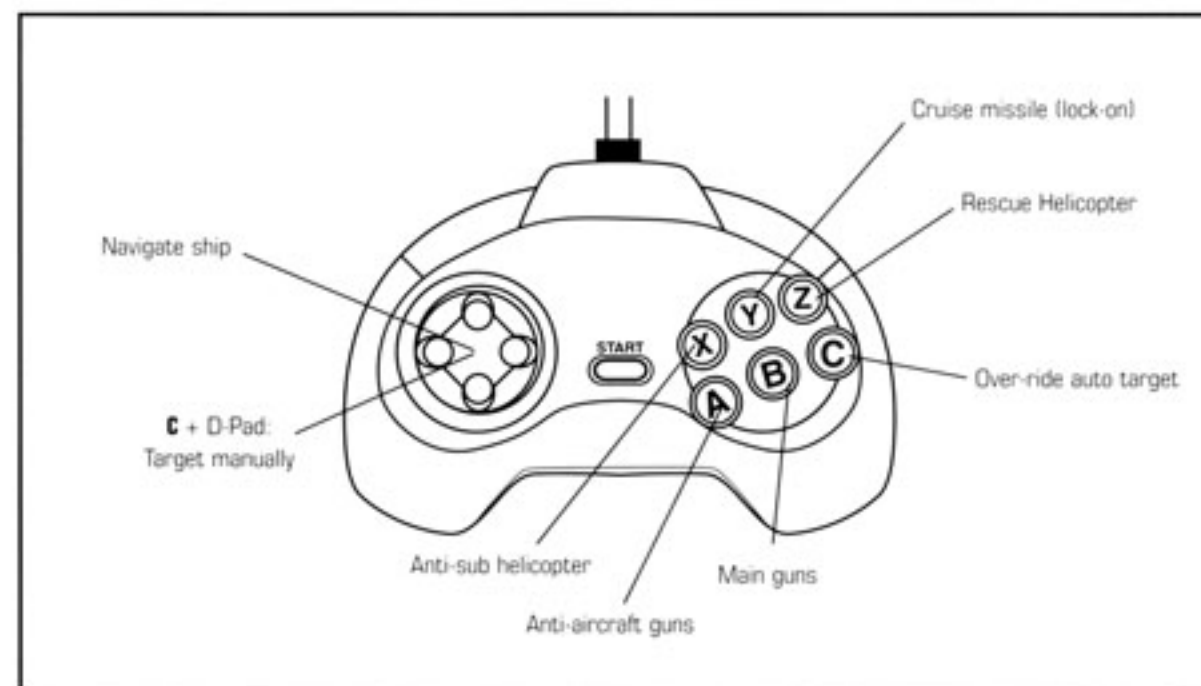


- ★ The most versatile weapon against any ship is the AC's F14 Bomber.
- ★ You are unable to fire until your planes return from an attack.
- ★ Launch F14 Air Patrol and shoot down incoming missiles.
- ☞ To launch up to 3 user controlled F14 attacks, press **Left SHIFT**. Use the Virtual D-Pad to control the F14, then press **Right SHIFT** to drop the bombs. To recall the aircraft, press **Left SHIFT**.

BATTLESHIP / BB



Size makes the BB an easy target, but this is a minor handicap for the toughest ship in your fleet.

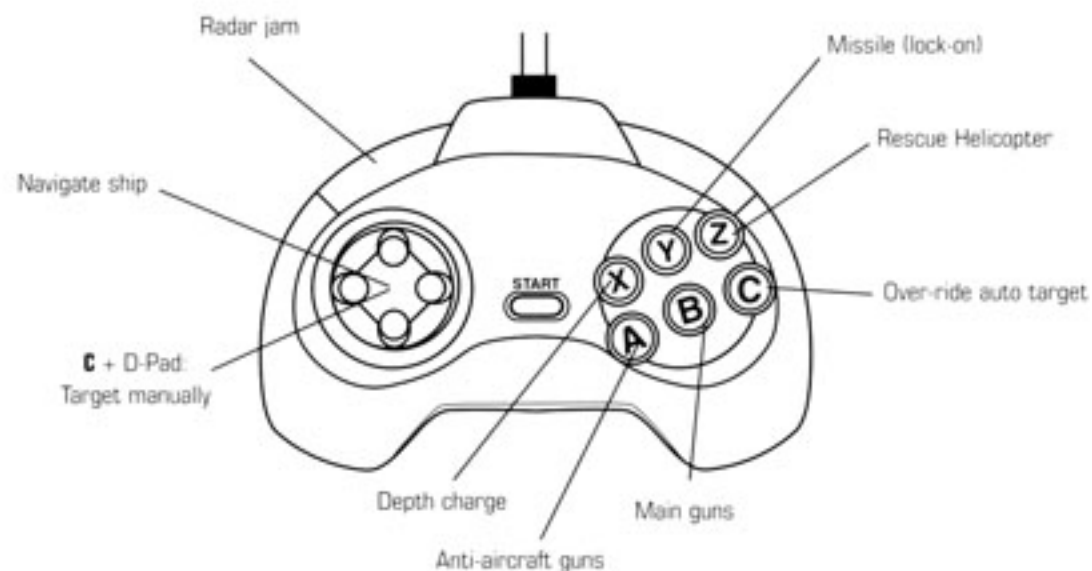


- ☞ To fire all three main guns, press **B** three times.
- ★ From broadside, you can fire all three main guns; from the bow, you fire two main guns; from the stern, you fire one main gun only.
- ★ High-powered main guns have the longest range when fired broadside.

CRUISER / CR



A good match against any ship, the CR has everything a Commander could ask for in terms of speed and arms.

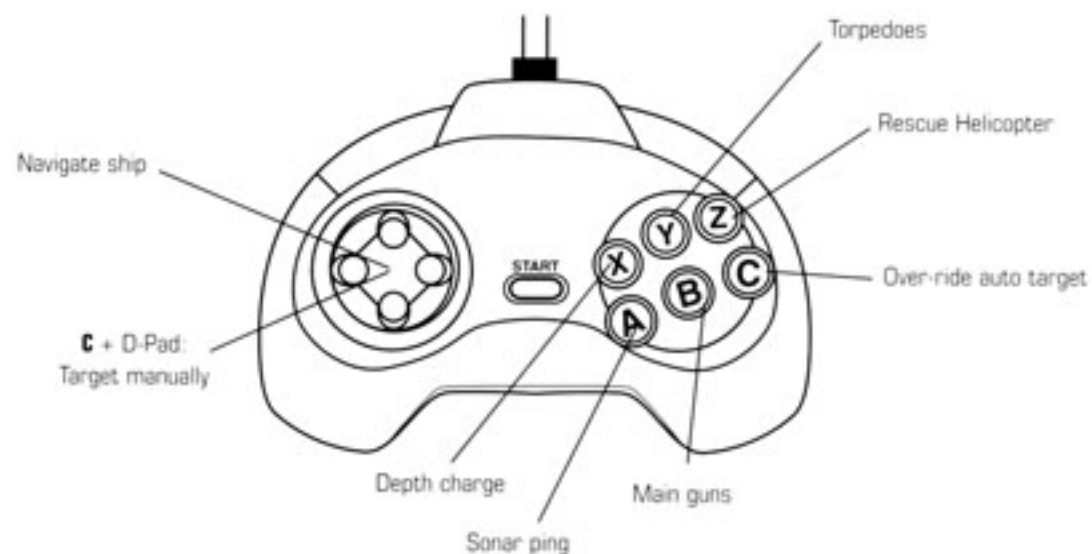


- ☞ To launch three missiles simultaneously, press **Y** three times.
- ★ Utilize Radar Jam and free your ship from opponent's lock-on.

DESTROYER / DD

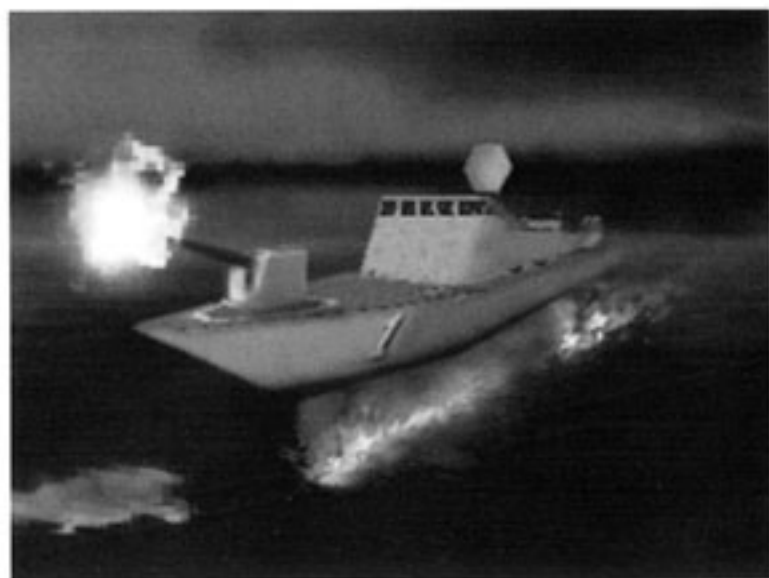


Tough and fairly quick, the DD works well as an escort.

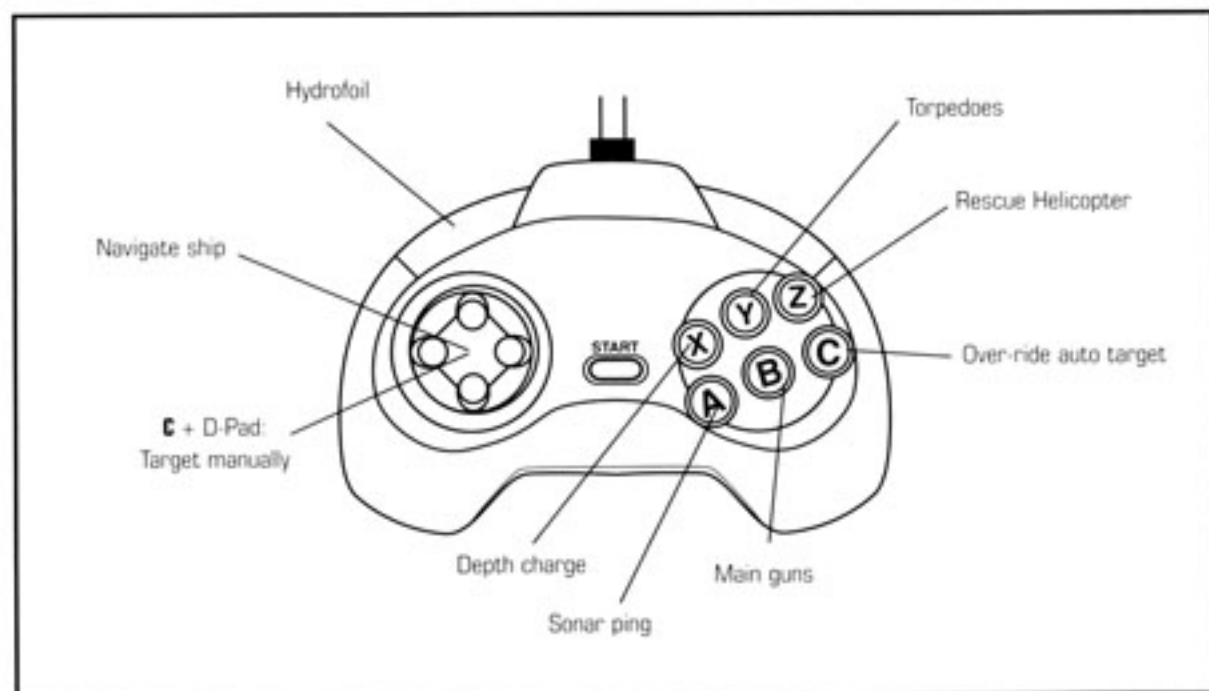


- ★ Utilize sonar ping to identify those slippery Subs.
- ★ The sonar ping and depth charge are effective against the Submarine only.

PATROL BOAT / PT



Utilize speed and control to steer clear of incoming fire.
The PT was not designed to take hits.

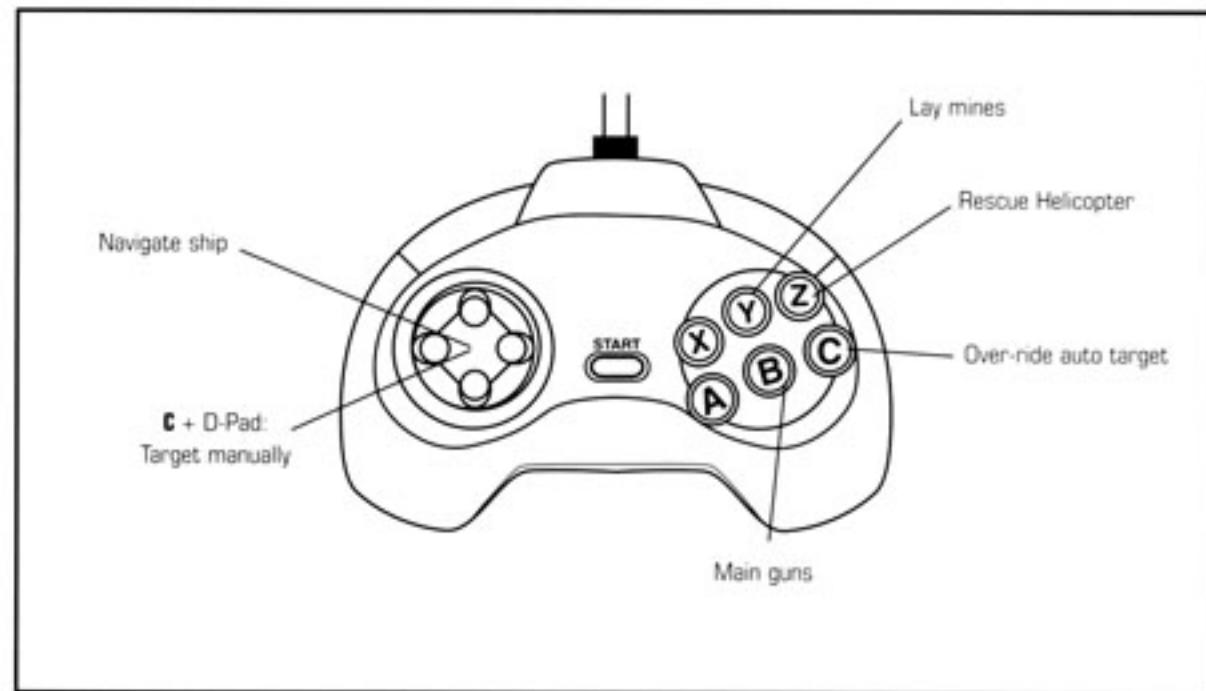


- ★ Sonar ping and depth charge make the PT an excellent contender against the Sub.
- ★ For an 8 second speed boost, press **Left SHIFT** + D-Pad **↑** to activate hydrofoil.
- ★ Due to its speed and high ship count, the PT is great for scouting enemy territory.

MINE LAYER / ML



The ML is slow and difficult to control. Your best bet is to build a wall of mines and take cover behind it.

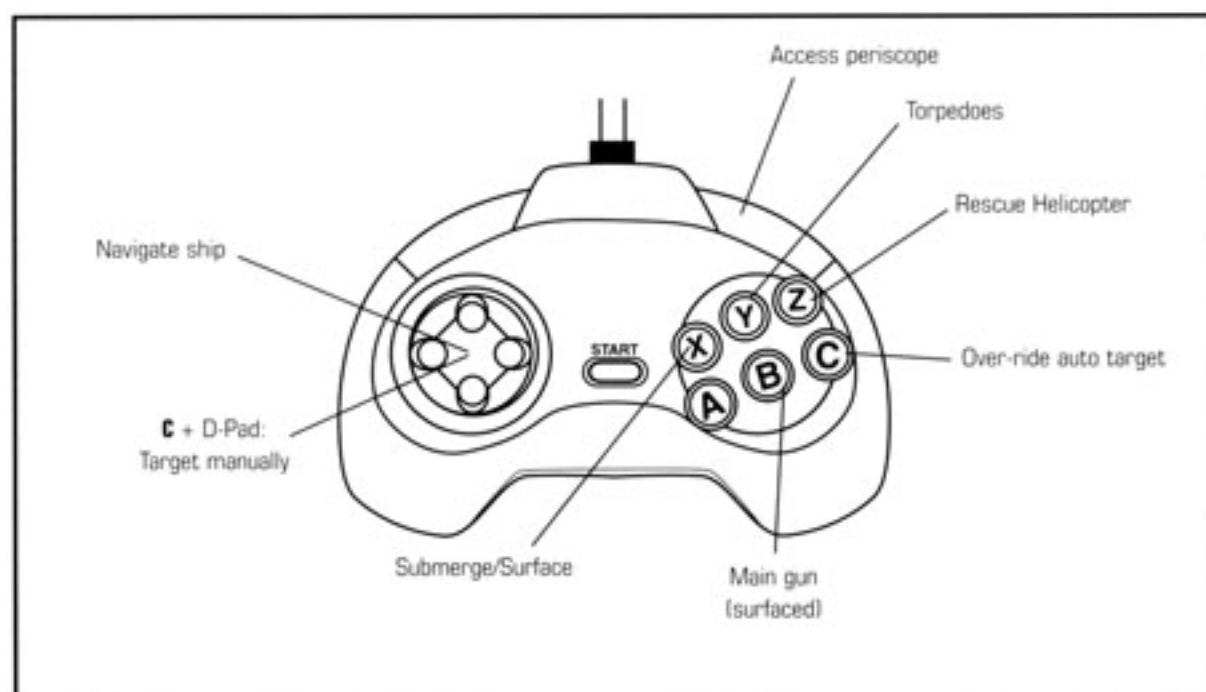


- At the Strategic Map, press **Y** to build up to two undetected mine fields with the Mine Layer. Enemy ships suffer damage and carry it over into Tactical Combat.

SUBMARINE / SN



The SN performs well against any ship—stealth mode (submerged) is key.

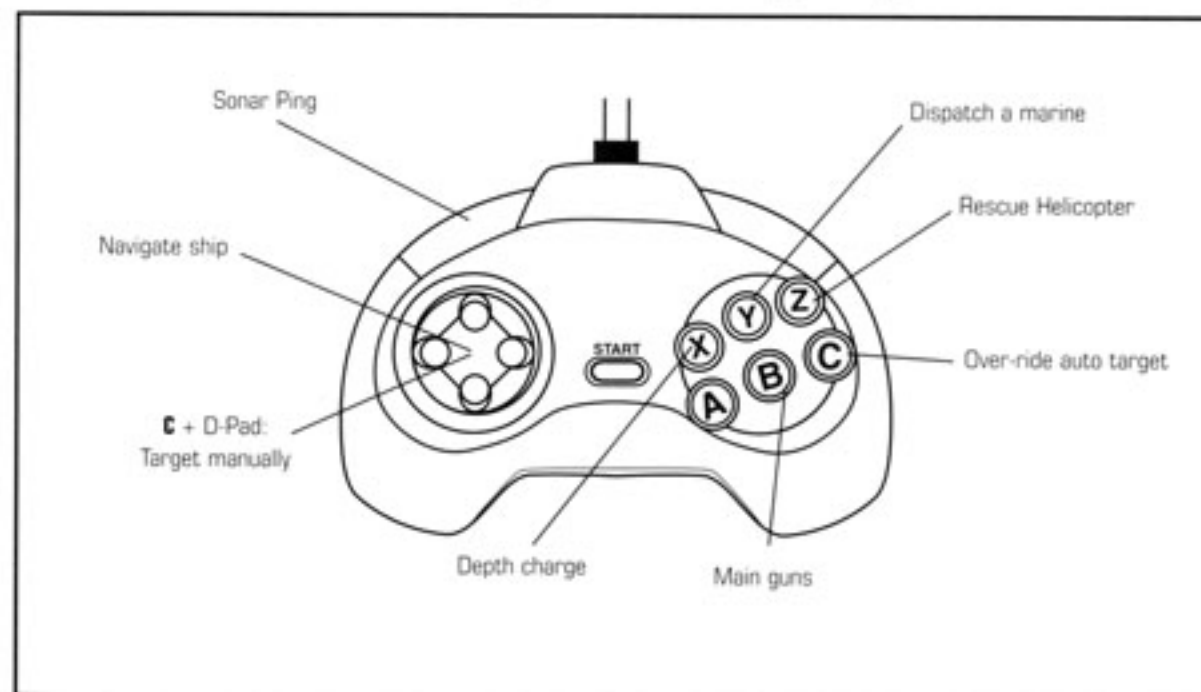


- ◇ At the Strategic Map, press **Y** to submerge a SN and send it on a stealth mission towards enemy lines.

TROOP TRANSPORT / TT



Protect the vulnerable TT by aligning it with powerful Cruisers and Battleships on the Strategic Map.



- ★ If there is a shore-based goal, a Troop Transport is necessary.
- ★ You are limited to 16 marines per Transport. Dispatch them wisely.
- ◇ The depth charge is effective against the Submarine only.

OPTIONS

Adjust the *Battlestations* setup to suit your style of gameplay:

LANGUAGE	Set onscreen text to ENGLISH , FRENCH , or GERMAN .
SOUND	Adjust the sound effects volume.
STEREO-MONO	Select between STEREO and MONO sound.
MUSIC	Adjust the music volume.
CONTROL PAD	Select from three Control Pad configurations.

➤ To view the team behind *Battlestations*, press **A**.

PAUSE/EXIT A GAME

You can pause or exit a game anytime during gameplay.

To pause a game:

- Press **START** to pause a game from the Strategic Map or Tactical Combat screen. Game Paused appears across the screen.
- To resume play, press **START** a second time. The action proceeds.

To exit a game:

- Press **START+A+B+C** at any time. You return to the title screen.

CREDITS

Realtime Associates

Game Design: Michael Kosaka, Ann Lediaev, Doug Kuppinger, Shanon Fernald

Lead Programmers: Andy "Kiki" Hsiung, Alan "the Prophet" Wise, Dave Connelly

Senior Programmer: Joey Headen

Programmers: Doug "the Kup" Kuppinger, Shanon Fernald, Rick "the Candyman" Chipeco

Lead Artist: Ellen J. Drucker

Artists: Alan "Carlito" Flores, Charles Amsellem, Blair Wolf, Greg Hammond

3D Animator: Samati Boonchitsitsak

Additional Artists: Martine Gaudissart, Ann Petersen, Connie Goldman, Michael Kosaka, Doug "the Kup" Kuppinger, Rhett Bennett

Level Designer: Robert "the Earl of Large" Lark, JR.

Producers: Dave Brooks, Ann Lediaev

Assistant Producer: Kudo Tsunoda

Production Assistants: Jacob "the Shiek" Watt, Chris Rodrick

Testers: Scott "Spider" Smith

Music Composed and Orchestrated by: Greg Turner

Sound Designer: Wendolyn Kurko

Crew Voices: Michael Holzmiller, Garry B. Frank, Screamin' Joe Hawkins, Tim "Sparticus" Jones

Special Thanks To: Dave Warhol, Heather N. Thompson, Shippy Ohka, The Entire RTA Crew, John Grusd, Samuel Adams, Dave Bean, Cynthia Myers, Kirk "the Milkman" Lambert, Carroll "the Butcher" Flores, Lisa Bell, Lars Dolling, Phil Nguyen, Ken Johnston (Royal Navy), Ray "Flex" Wheeler, Ensign Pasquel (United States Navy), Yen Otsubo, Chilaya Vondrak, Gabriela Prado-Mendez, Jack and Sam at R.B.H.

Electronic Arts

Executive Producer: Paul Grace

Producer: Michael Kosaka

Assistant Producer: Trevor Jalowitz

Technical Director: Craig Suko

3D Cinematics: Waddy Dacay, Arthur Koch

Audio Technical Directors: Rob Hubbard

Sound Design: Marc Farly, Ken Felton

Media Specialist: Eric Kornblum

Voice Talent: Jim Cranna, Marsha Graham, Jarion Monroe

Product Marketing: Albert Penello

Game Documentation: Andrea Engstrom

Documentation Layout: Tom Peters

Package Design: Dave Parmley, 13th Floor

Package Art Direction: Jennie Maruyama

Package Photography: Courtesy Boeing Marine Systems

Testing Managers: Kurt Hsu, David Costa

Lead Tester: Joe Adams

Test Team: Robert Luster, Bryan Davis, Rosalie Vivanco, Simon Hall

QA Supervisor: Michael Edison

Quality Assurance: Dave Koerner, Brian Kingsley, John Hanley

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty
PO. Box 7578
San Mateo, California 94403-7578

IF YOU NEED TECHNICAL ASSISTANCE WITH THIS PRODUCT, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions:

<http://www.ea.com/techsupp>

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. All messages are responded to in kind—if you send in a request by fax, response will also come by fax.

Phone support: Call us at (415) 572-2787 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time.

EA Tech Support Fax: (415) 286-5080

Include your fax number, all faxes will be answered by fax.

HOW TO REACH US ONLINE

Include your e-mail address, all e-mail will be answered by e-mail.

CompuServe: Game Publishers A Forum (GO GAMAPUB)

Or send e-mail to 76004,237

America OnLine: Send e-mail to ELECARTS

Internet E-mail: support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp://ftp.ea.com>

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Saturn system only.

Documentation ©1997 Electronic Arts. All rights reserved.

Software ©1997 RealTime Associates, Inc. All rights reserved.

Battlestations, Electronic Arts, and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.